



MYSTHEA THE FALL

RULEBOOK

+14
yrs

2—5

90-120
min



INTRODUCTION

The relentless abuse of Qoam resources by the society of Icaion broke the subtle balances of the planet, making something irreparable happen. The energies from the enormous Henakor were undermined by the constant drilling, and the gravitational field enveloping the islands that were circling above the planet grew weaker. The islands descended slowly toward the ground, bringing down everything they had on top: Mystheians and other creatures. Frenzied by the new proximity to the crystal, everyone started a mad rush toward the City, forcing the two civilizations that had just met to cooperate for their survival in these lands now invaded by the most terrifying creatures.

Become a Champion of Mysthea or a Seeker of Icaion and coordinate the defenses of the City against waves of delirious creatures in this final showdown against the wild forces of the planet.

Mysthea: The Fall is a cooperative game set in the Mysthea Universe.
It can be assembled by merging the components from both Mysthea and Icaion.
Please beware that by adopting parts from past games not all icons or symbols are used.
We highly recommend to first play a couple of games of both Mysthea and Icaion.

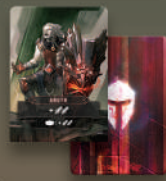
INDEX

COMPONENTS	3	ACTIVATE A MACHINE	9
GETTING READY	4	USE THE RELIC	9
GAMEPLAY	6	NIGHT PHASE	9
PLAYER TURN	6	A REGION CARD IS REVEALED!	9
DAY PHASE	6	A STORM CARD IS REVEALED!	10
MOVE	6	A COLOSSUS CARD IS REVEALED!	10
COLLECT	6	ENEMY ATTACK	11
DEPOSIT	7	END OF THE GAME	11
ATTACK ENEMIES	7	VICTORY CONDITIONS	11
ERADICATION BONUS	7	DEFEAT CONDITIONS	11
ATTACK A MONSTER	8	REFERENCE	12
INVESTIGATE THE COLOSSUS	8	CHRONICLE GAME SYSTEM	18

COMPONENTS

FROM MYSTHEA: THE FALL COMPARTMENT:

Found in Icaion game box



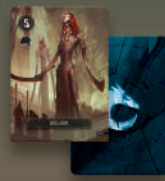
7 CHARACTER CARDS

Champions from Mysthea



7 CHARACTER CARDS

Seekers from Icaion



4 MONSTER CARDS



5 REFERENCE CARDS

FROM ICAION:



1 GAME BOARD



1 EVENT BOARD

Double sided



5 REGION CARDS



3 COLOSSUS CARDS



150 QOAM CRYSTALS



5 EMERGENCY POWER SUPPLY TILES



1 COLOSSUS MINIATURE
+ 16 Primal Shards



7 SEEKER MINIATURES



25 PARASITE MINIATURES



5 COLORED BASES



45 MACHINERY MINIATURES

Harvesters, Scavengers, Refiners

FROM MYSTHEA:

** to play Mysthea: The Fall, remove beforehand all colored bases from the miniatures.*



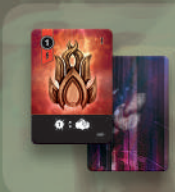
5 FLOATING ISLANDS



5 REGION CARDS



1 STORM CARD



60 COMMAND CARDS
Era I, Era II, Era III



20 FORTIFICATION TOKENS



ALL MINIATURES*
*20 Golems, 40 Troops,
4 Monsters, 7 Champions*



5 ARTEFACT TILES
From I to V

If you have a copy of Mysthea Crystal Edition or the Extra Monsters miniature bundle, you may also want to use:

- 3 extra Monster Miniatures (Boulron, Obsidusa, Kodror)
- 3 extra Monster Cards (from Mysthea: The Fall compartment)

GETTING READY

- 1 Place the Game Board and the Event Board in the center of the table, one next to the other. Randomly place an Island on each Game Board crater. The Islands' side without icons must be facing upwards.
- 2 Place 4 Golems on each Island, all in one Region. Choose a different kind of Region for each Island.
- 3 Place 4 Troops on each remaining empty Region among all Islands.
- 4 Place all Qoam crystals, Parasites, and Monsters in a common pool near the Game Board.

NOTE: Consider Qoam crystals and Parasites miniatures as infinite. In the rare case that a specific component supply is depleted, use other components as a temporary replacement.

- 5 Choose the difficulty level for the game. Take 10 Primal Shards according to your choice and place them in an opaque container that they may be drawn from at random (like a bag or a cup).

EASY

3 SHARDS

5 SHARDS

2 SHARDS

NORMAL

2 SHARDS

4 SHARDS

4 SHARDS

DIFFICULT

1 SHARD

4 SHARDS

5 SHARDS

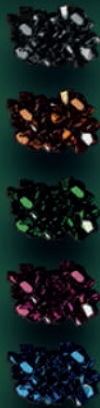
Take one of the remaining Primal Shards and use it as a score marker on the Game Board track, starting in the space labeled "99". This serves as a counter for the City Defense Points. Put the remaining Primal Shards back into the game box.

- 6 Draw at random 5 Primal Shards from the bag. Without looking at their values, plug them into the base of the Colossus' miniature.
- 7 Place the Colossus on one of the five external nodes, chosen at random. It will only move between these nodes during the game.



- 8 Place Machinery on the Game Board: In each of its Regions, place three different Machines, all of the same color. Each kind of Region may only hold Machines of the same color (e.g., Black Machines in Forest Regions).

- 9 The oldest player is the first in turn order. Other players follow clockwise. Divide the Character Cards into two piles (Mysthea's and Icaion's) and shuffle them both. The first player gets to choose which pile they draw a Character from.





Each following player must draw from a pile that is different from the player choosing before them. Each player then takes the corresponding miniature and the tile related to their Character (Mysthea's Artefact or Icaion's Emergency Power Supply).

NOTE: From now on, we will refer to both kinds of tiles as Relics.

Place the Relic in front of you, with its charged side facing upwards.

Finally, each player takes a colored base for their miniature, plus some Fortification Tokens depending on the number of players:

- **5 players:** 1 Fortification of your color.
- **4 players:** 2 Fortifications of your color.
- **3 players:** 3 Fortifications of your color.
- **2 players:** 3 Fortifications of your color, plus another 2 of a non-playing color.

SOLO VARIANT

Set up the game following the 2-player rules. Choose two Characters and alternate your turns between the two.

10 In order of play, each player places their Character on an empty node of the Game Board, following the instructions below:

- **Mysthea Character:** Place them on one of the five nodes adjacent to a fallen Island and two Icaion Regions.
- **Icaion Character:** Place them on one of the five City nodes.

For each of the two Regions adjacent to your Character, take 1 Qoam crystal of the same type as the Region.

11 Divide Command Cards into three decks: Era I, Era II, and Era III.

Place the three decks, face down, on the Event Board.

12 Prepare the Event Deck: shuffle together all Region Cards (both Mysthea's and Icaion's), the three Colossus Cards, and the Storm Card.

Place the deck face down on the Event Board.

Also shuffle the Monster Cards to form another deck. Place it above the Event Board, face down.

13 Reveal a Monster from the appropriate deck, and place its miniature on the corresponding Island. Apply all effects related to that Monster (see p.12).



Reveal an amount of Event Cards equal to the difficulty level you chose, then place them on the Event Board:

- **Easy:** 2 Event Cards
- **Normal:** 3 Event Cards
- **Hard:** 4 Event Cards

Resolve them following the order in which they were revealed (see p.9).

NOTE: If a Storm Card is revealed, ignore it and draw another card instead. At the end of this step, shuffle the Storm Card back into the Event Deck.

GAMEPLAY

Mysthea: The Fall is a cooperative board game. Players win or lose together.

During a game, players perform a series of turns, each composed of two distinct phases. This keeps going until one of the conditions of Victory, or Defeat, is met.

Turns are performed clockwise, starting from the first player.

PLAYER TURN

A player's turn is made of two phases:

- **DAY**, player's phase.
- **NIGHT**, Event Deck phase.

DAY PHASE

During this phase, you may perform up to three actions from the list below.

You may perform the same action multiple times, if you want to.

- Move
- Collect
- Deposit
- Attack Enemies
- Attack a Monster
- Investigate the Colossus

Before or after performing any of the actions above, you may *Activate a Machine* and/or *Use the Relic*. Both are free to perform, as they do not count toward your limit of three actions per turn. You may perform both of these actions only once per turn.

Each Character has a unique ability, shown on their card (see p.14 for further details).

Characters' abilities must be considered as always active during their player's turn.

MOVE

Move your Character to an adjacent node. If this is your first action of the turn, you may move your Character up to a distance of 2 nodes instead of just 1.



Example: Red Player decides to Move at the beginning of their turn. They can move up to a distance of 2 nodes. Next is Blue Player, who decides to Move as the second action of their turn. Thus, they can only move up to a distance of 1 node.

If you move your Character onto a node with a Fortification, you may move to an adjacent node without consuming an additional action.

If you move your Character onto another Character's node, you must move to an adjacent node — still without consuming an additional action.

NOTE: From now on, we will refer to both kinds of tiles as Relics.



Example: Blue Player decides to Move. They cannot stop at the first node due to the presence of another Character, thus they have to move past them. Since there is a Fortification on the next node, Blue Player gets to move an additional node again, for free.

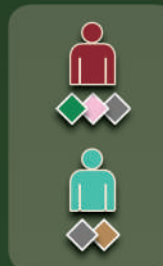
Red Player, who plays next, decides to Move over a nearby Fortification. They decide to ignore the bonus and end their movement on the same node as the Fortification.

COLLECT

For each Region surrounding your node, take 1 Qoam of the respective type from the common pool (see p.18).

Place these resources next to your Character Card as your personal stash.

You can never store more than 6 Qoam crystals at any time. If you take additional Qoam, immediately discard crystals to the common pool until you get down to a total of 6.



Example: Red Player decides to Collect and takes a Green, a Pink, and a Grey Qoam from the surrounding Regions. Later, Blue Player decides to Collect as well, though they only take 1 Grey Qoam and 1 Brown Qoam.

DEPOSIT

The City is a **beacon of hope**, capable of holding Qoam crystals that players may freely spend as if they were part of their own reserve. However, before gaining access to such shared reserve, players need first to Deposit Qoam crystals into the City spaces. If your Character is on one of the five City nodes, you may perform a Deposit action.

Take Qoam from your reserve and place one crystal on any available City space you want.

A City space is considered available to hold Qoam if it has not been besieged by an Enemy (see p.10).

If a crystal is already present on a City space, you may discard it to make room for yours to be deposited.

NOTE:

- You may not deposit Parasites in the City.
- The City may hold a maximum of 5 Qoam crystals at any given time.
- If an Enemy manages to besiege the City, it occupies one of its spaces and cannot be removed by any means. An occupied space cannot hold Qoam.



Example: Blue Player is on one of the City nodes and decides to Deposit. They leave 4 Qoam crystals, each on one of four empty spaces. They could deposit the last Blue Qoam as well by discarding the Brown one first, but in the end they decide not to do so.

ATTACK ENEMIES

Face a group of Enemies from one of the Regions surrounding your node.

A group of Enemies is defined as any combination of Troops, Golems, and/or Parasites located in one of Icaion's Regions.

NOTE: You may Attack a Region even if it hosts only one Enemy.

Once you have chosen the Region, you may spend Qoam of the same kind as the Region to reveal Command Cards.

Spend 1 Qoam crystal to reveal a card from the Era I deck.

You **may** then spend an additional Qoam crystal to reveal a second card from the Era II deck.

You **may** then spend a third Qoam crystal to reveal a third (and final) card from the Era III deck.

NOTE: You cannot draw cards from the same Era deck.

NOTE: If an Era Deck is depleted, shuffle the discarded cards to form a new deck.

When you decide not to reveal more cards, or after you revealed the third one, add all the numbers in the top-left corners: this sum total represents your **Strength Points**.

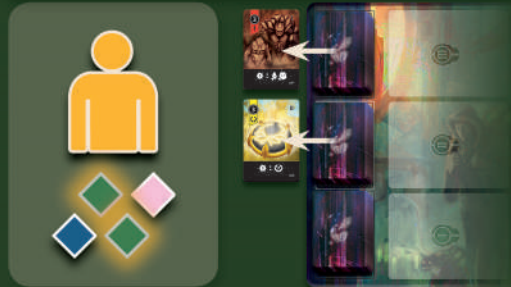
NOTE: Aside from the colored banner, ignore all other icons depicted on Command Cards.

You can now spend Strength Points to remove Enemies from the Region:

- 2 Strength Points to defeat a Golem.
- 1 Strength Point to defeat a Troop or a Parasite.

If not enough Strength Points are gathered, the attack fails and the player's action is wasted.

For clarity purposes, we will only show a reduced number of icons (Enemies, Machines, etc.) on the rulebook pictures.



Example: Yellow Player decides to Attack Enemies in one of the Regions adjacent to their node. They attack Forest Region Enemies by spending a Green Qoam crystal and revealing the Era I top card from the appropriate deck: value 3, not enough to defeat all of the Enemies. They decide to press on, spending an additional Green Qoam crystal and revealing the Era II top card from the appropriate deck: value 3. With a total of 6 Strength Points out of 5 needed, Yellow Player defeats all Enemies from the Forest Region.

ERADICATION BONUS

Whenever you defeat all Enemies from a Region and have 1 or more unspent Strength Points left, you immediately gain access to an Eradication Bonus.

Choose one of the banners among the Command Cards you revealed while performing the Attack Enemies action, then resolve the corresponding bonus from the list below:



Defeat 1 Troop of your choosing from any Region of the Game Board.



Take 1 Qoam of any color from the common pool and place it in a player's personal reserve (even your own).



Move any Character from their node to one adjacent.



Move 1 Troop or 1 Golem from any Region to one adjacent. This kind of movement does not trigger any attack by the Enemies.

NOTE: Unspent Strength Points are always lost by the end of the action and cannot be used in another Attack Enemies action.

NOTE: Even if you already possess enough Strength Points to defeat all Enemies with one or two Command Cards, you may decide to reveal an additional card just to get the Eradication Bonus.

In the previous example, Yellow Player has a total of 6 Strength Points. To defeat all Enemies in the Forest Region, they only need to spend 5SP (2SP for the Golem, 2SP for the two Troops, 1SP for the Parasite). Meeting all conditions, Yellow Player gains an Eradication Bonus: they can choose between the  or the .

ENEMY PRIORITY

Golem > Troop > Parasite

- Whenever you are resolving an attack:
- You cannot defeat a Parasite if a Troop or a Golem is still present in the Region.
- You cannot defeat a Troop if a Golem is still present in the Region.

This means you first have to spend Strength Points to defeat Golems, then to defeat Troops, and lastly to defeat Parasites.

DEFEATING ENEMIES AND RESPAWN

Whenever you defeat a Golem or a Troop from a Region, choose an Island to put them back to. Always place Golems back to one of their starting Regions. As for Troops, feel free to arrange them across the two remaining Island Regions.

NOTE: After a successful Attack Enemies action, you must return back all defeated units to the same Island. You cannot place the defeated units across multiple Islands.

Whenever you defeat a Parasite, claim it and keep it near your Character Card. At any given time, you may only hold a maximum of 2 Parasites. The Parasites you collect may be spent as a wild Qoam crystal for specific tasks. If you happen to collect further Parasites, immediately discard them to the common pool.

ATTACK A MONSTER

If your Character is adjacent to a Mysthea Island, you may Attack a Monster present on that Island.

Resolving an attack against a Monster follows the same mechanic as attacking lesser foes.

The cost of revealing a Command Card, however, is 1 Qoam crystal of the same kind as one of the Island Regions.

NOTE: For each Command Card you want to reveal, you may spend 1 Qoam out of any of the three types.

To defeat a Monster, you need to have an amount of Strength Points equal to or higher than the Monster's. If you are successful, place the Monster's miniature back into the common pool, then place its Monster Card at the bottom of the appropriate deck.

If you exceed the amount of Strength Points required to defeat a Monster, you gain an Eradication Bonus (p.7).

If not enough Strength Points are gathered, the attack fails and the player's action is wasted.



Example: **Red Player** decides to attack the Monster **Ulcoro** (Strength 6). They spend 1 Pink Qoam to reveal the Command Card from the Era I deck. That card, however, provides only 2SP out of the 6SP needed. **Red Player** then spends 1 Brown Qoam to reveal a second card, this time from the Era II deck. The card provides 4SP and the Monster would be defeated. The **Red Player** decides not to spend an additional Qoam crystal to reveal a third card, thus they defeat **Ulcoro**, but lose their chance to get an Eradication bonus.

INVESTIGATE THE COLOSSUS

If your Character is on the Colossus' node, they may perform an Investigate the Colossus action: take a Primal Shard from the miniature base and reveal its value (ranges from 1 to 3).

To succeed, you must pay a pair of two different Qoam crystals for each Primal Shard point.

You may only spend Qoam of the same color as the two Regions surrounding the Colossus' node.

After spending the required Qoam, claim the Primal Shard and place it next to your Character Card.

Lastly, move your Character onto one of the City nodes.

If you cannot pay the entire amount of Qoam required, do not spend any, but plug the Primal Shard back into its slot. Your attempt to Investigate the *Colossus* fails, and you wasted precious time.



Example: **Red Player** attempts to Investigate the Colossus by revealing one of the three Primal Shards left on the miniature. They reveal a 3-point Primal Shard: this means they need to pay 3 pairs of Blue and Green Qoam crystals to succeed. Even if the **Red Player** were to use the Qoam crystals from the City common reserve, they would not have enough Qoam crystals to pay the required third pair. **Red Player** keeps all their Qoam crystals, but fails to investigate the Colossus. They would have needed an additional Green Qoam crystal to succeed, claim the Primal Shard, and bring the players one step closer to victory.

ACTIVATE A MACHINE

Once per turn, if your Character is adjacent to a Region holding at least one Machine of your color, you may decide to activate one. This action does not count towards the limit of three actions per turn.

Each Machine has a specific functionality:

- Activate a Harvester to take from the common pool 1 Qoam crystal of the same kind as the Region.
- Activate a Scavenger to build a Fortification in one of the Region's nodes — given you currently own at least one in your personal reserve.
- Activate a Refiner to immediately defeat an Enemy from the Region. You must follow the standard rules of priority and respawn (p.8).



Example: During their turn, **Black Player** activates a Harvester from the Land of Myst region. They also decide to spend 2 Move actions in order to activate their Refiner during next turn. As for the **Blue Player**, they may only Activate a Machine from the Crystal Field region by choosing between their Scavenger or Refiner.

USE THE RELIC

To Use the Relic, its charged side must be visible.

Whenever you use the Relic, flip it so that its discharged side is facing upwards.

Using a Relic allows a player to benefit from its specific power, indicated on the player's Character Card (p.14).

NOTE: You may Use the Relic during another player's turn. Be careful though! The target of the Relic effect must be the playing Character — if compatible with the ability.

NOTE: During a player's turn, only one Relic may be used.

WILD QOAM CRYSTALS AND PARASITES

Whenever you have to spend any amount of Qoam, you may trade from your personal reserve two crystals of the same type, or a Parasite, for 1 Qoam crystal of any other type.

NIGHT PHASE

During this phase, reveal a card from the Event Deck and place it on the Event Board.

Each kind of Event Card triggers a different resolution.

However, when the fifth and last type of Region Card is revealed:

- Place it on the Event Board and resolve its effect.
- Shuffle all revealed Event Cards back into the Event Deck.
- Put all revealed Primal Shards back into the bag (see a *Colossus Card is revealed* p.10).
- If the Storm Card was not revealed up to this point, all players recharge their Relics.

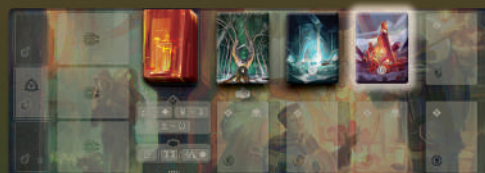
A REGION CARD IS REVEALED!

- If the Region Card is the first of its type to be revealed, an assault takes place on the inner region of the same kind. Move into the inner Region one Enemy from each of the three external Regions adjacent to it.

NOTE: Golems have priority over Troops, while Parasites do not move.

Consider the two Islands closest to the Colossus. For each Island, if it shares the type of Region revealed by the card, move an Enemy into both Regions adjacent to the Island.

If you can only move one Enemy, instead of the two required, or even none, the City immediately loses 5 Defense Points.



A Crystal Field card is revealed from the Event Deck, and it is the first of its kind. First, Enemies are drawn into the inner Region of the same kind from the external Regions adjacent to it (A). One of the two Islands closer to the Colossus shares the same Region type, so two Enemies leave the Island to reach the adjacent Regions (B).

B. If the Region Card is the second of its type to be revealed, an invasion takes place.

NOTE: When placing the revealed card on the Event Board, partially overlap the matching card already in place. The card beneath must remain visible.

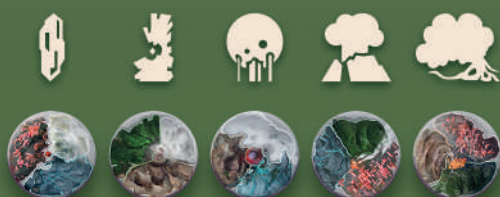
Each Island that shares that type of Region releases one Enemy on each adjacent Region of the Game Board. If you can only move one Enemy, instead of the two required, or even none, the City immediately loses 5 Defense Points.



Example: A River Region is revealed, and it is the second of its kind. An invasion takes place: all Islands with a River Region release an Enemy on each adjacent Region of the Game Board. An Island (A) has only one Enemy to release onto the Game Board, thus the City loses 5 Defense Points and players decide where to put the only Troop available.

THE STORM CARD IS REVEALED!

1. Instead of placing the Storm Card on the Event Board, put it next to the Monster Deck above the Event Board.
2. Reveal the top card of the Monster Deck. Place the corresponding Monster miniature onto the matching Island.

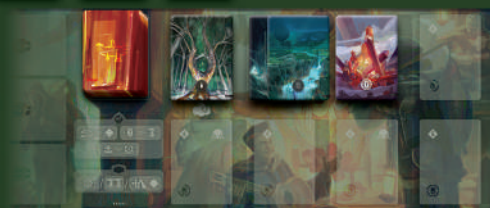
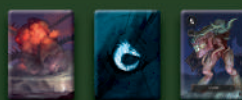


3. Move an Enemy from each inner Region into the City (Golems first, then Troops).

Each Enemy besieges one of the five City spaces, if available. If you need to place an Enemy, but all City spaces are unavailable, replace a Qoam crystal occupying a space with the Enemy.

NOTE: If all five City spaces are besieged by Enemies, the players are defeated (p.11).

4. All players recharge their Relics.

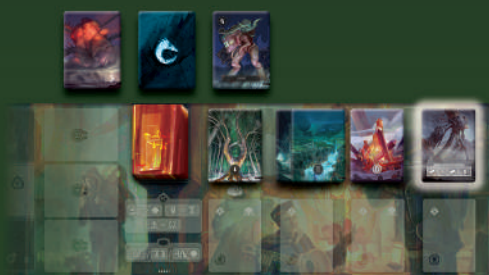


Example: After the Storm Card is placed right above the Event Board, Utcoro is revealed from the top of the Monster Deck. Following the icon on its card, Utcoro is placed on the corresponding Island [A]. Enemies from the inner Regions are drawn towards the City, besieging three of the City slots. Lastly, Red and Blue Players get to recharge their Relic.

THE COLOSSUS CARD IS REVEALED!

NOTE: Ignore all icons depicted on the Colossus Cards.

1. Take two Parasites from the supply and place one on each of the Regions adjacent to the Colossus.
2. The Colossus and its allies attack! The City loses 2 Defense Points for each Parasite currently in play on the Game Board plus the combined Strength of all Monsters.
3. Reveal a Primal Shard from the bag and place it near the Game Board.
Move the Colossus clockwise for the same amount of nodes as the Shard's value.



A Colossus Card is revealed. A Parasite is spawned on both the Forest and River Regions close to the Colossus. Right after, the Colossus attacks the City, which loses 12 Defense Points (due to the 6 Parasites on the Game Board).

Since Utcoro is also in play, the City loses an additional 6 Defense Points.

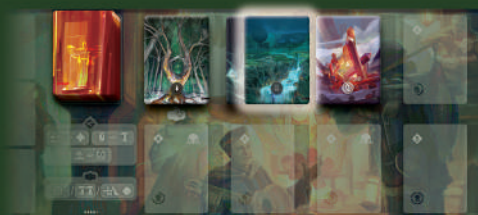
Lastly, a Primal Shard of value 2 is revealed, and the Colossus is moved clockwise accordingly.



ENEMY ATTACK

After moving Enemies into a Region, if it holds three or more Enemies, an Enemy Attack is triggered. There are four possible outcomes:

- Remove that Region's Harvester from the game.
- If no Harvester is present, remove that Region's Scavenger.
- If no Harvester or Scavenger is present, remove that Region's Refiner.
- If no Machine is present in the Region, the City loses 5 Defense Points.



Example: The second River Region Card is revealed and Enemies are moved accordingly. Two Enemy Attacks take place: one in a Forest region, the other in a Mountain region. The Forest Region's Refiner is destroyed by the foes, while the Mountain Region loses a Harvester.

END OF THE GAME

VICTORY CONDITIONS

Players win the game if the last Primal Shard on the Colossus miniature has been claimed via an Investigate the Colossus action and, right after, each player possesses at least one Primal Shard in their personal reserve.

NOTE: The moment you realize this condition is unachievable, take all Primal Shards claimed so far and plug them back into the Colossus miniature base.

DEFEAT CONDITIONS

Players lose the game when one (or more) of these conditions are met:

- The City Defense Points drop to 0 or less.
- 5 Enemies are besieging the City spaces.
- An Island holds no Enemies in its Regions (Monsters do not count).
- All Machines of one color are destroyed.

REFERENCE

MONSTER CARDS

ONYGAUROS THE COLLECTOR

STRENGTH 9

While Onygauros is in play, players cannot benefit from an *Eradication Bonus*.

9

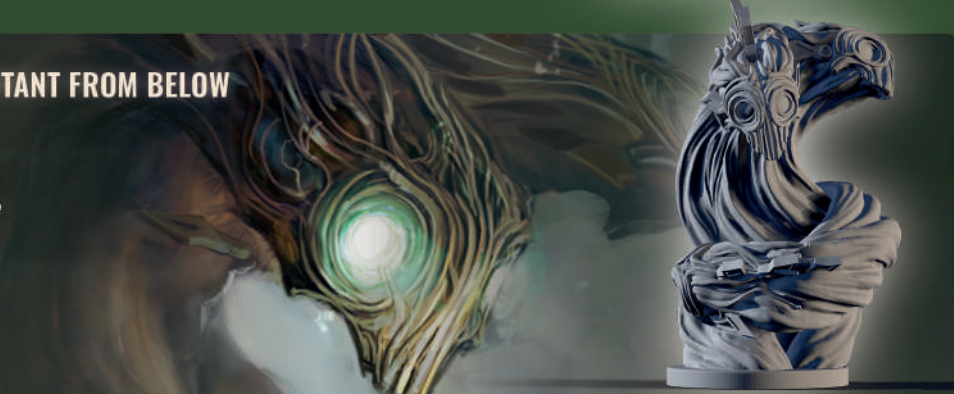


CAERULAS THE INHABITANT FROM BELOW

STRENGTH 6

While Caerulas is in play, players cannot perform an *Investigate the Colossus* action.

6



UTCORO THE SWARMER

STRENGTH 6

When it comes into play, all players

Relics cannot be recharged until Utcoro leaves the game.

6



CANNIBAROK THE QOAM-EATER

STRENGTH 7

When it comes into play, take half of the Troops on its Island (rounded up) and place them onto Cannibarok's

card. While Cannibarok is in play, these Troops are considered removed from the game. If Cannibarok leaves the game, put the Troops back on their Island.

7



EXTRA MONSTERS*

*available as part of *Mysthea Crystal Edition* or as an add-on.

KODROR THE INFESTATION STRENGTH 8

Each player, if possible, must remove from the Game Board one of their Fortifications. While Kodror is in play,

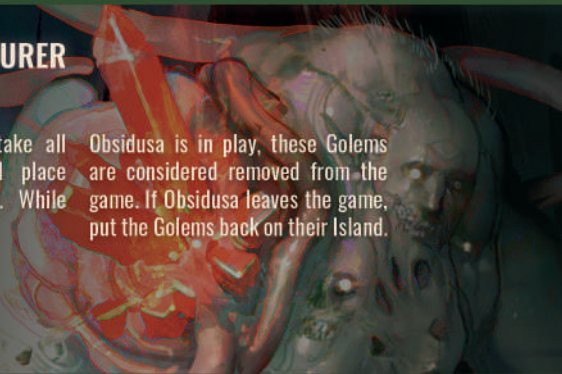
players cannot perform an *Activate a Machine* action.



OBSIDUSA THE DEVOURER STRENGTH 7

When it comes into play, take all Golems on its Island and place them onto Obsidusa's card. While

Obsidusa is in play, these Golems are considered removed from the game. If Obsidusa leaves the game, put the Golems back on their Island.



BOULRON THE REAPER STRENGTH 5

During the Colossus Card resolution, it inflicts 10 damage to the City.



CHARACTERS' ABILITIES AND RELIC POWERS

CHAMPIONS FROM MYSTHEA:

KOLBOR & MALABOR

CHARACTER ABILITY

You may spend an action to move from a node adjacent to an Island to one of the nodes of the two closest Islands.



RELIC POWER

Freely rearrange Enemies between the Regions adjacent to your node. This action does not trigger Enemy Attacks.



LEHEIR

CHARACTER ABILITY

Once during your turn, you may give another player 2 Qoam crystals from your personal reserve, then take 2 Qoam crystals from their pool. The trade is simultaneous.



RELIC POWER

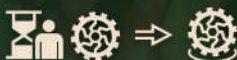
Swap position with another Character on the Game Board.



CR-2T1

CHARACTER ABILITY

During your turn, when you *Activate* a Machine you may activate another Machine you own in the same Region.



RELIC POWER

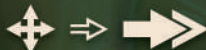
Take a Machine previously removed from the game and place it back on the Game Board, in a Region where no other Machine of the same kind is present.



SANYA

CHARACTER ABILITY

Whenever you *Move*, you may always travel up to a distance of 2 nodes.



RELIC POWER

Move to any node of the Game Board with no other Character on it.



TELRON

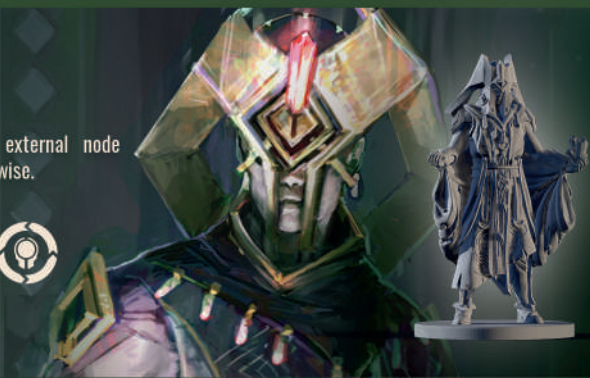
CHARACTER ABILITY

At the beginning of your turn, reveal the first card of the Event Deck, then put it back onto the top of the deck.



RELIC POWER

Move the Colossus one external node clockwise or counter-clockwise.



ANUTH

CHARACTER ABILITY

Whenever you Attack, add 2 Strength Points to your total.



RELIC POWER

For the rest of your turn, whenever you Attack, add 2 Strength Points to your total. *(This power stacks with this Character's Ability)*



CELETHE

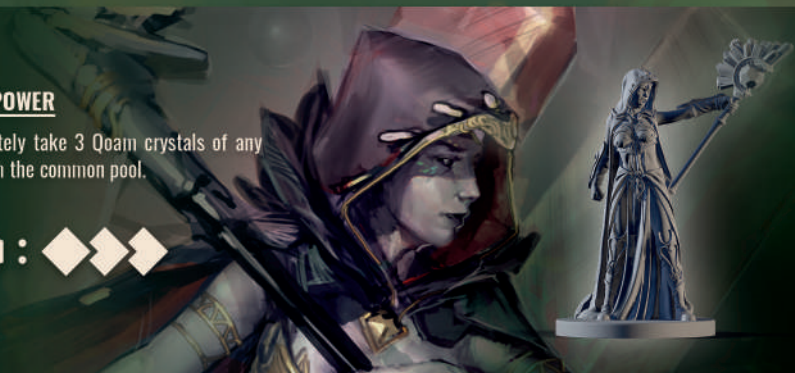
CHARACTER ABILITY

Whenever you collect Qoam crystals, you may swap 1 Qoam crystal of any kind in place of one of the collected crystals.



RELIC POWER

Immediately take 3 Qoam crystals of any kind from the common pool.



CHARACTERS' ABILITIES AND RELIC POWERS

CHAMPIONS FROM ICAION:

THE LONE SURVIVOR

CHARACTER ABILITY

When you perform an Attack action, first reveal a Command Card from the Era III deck, then from the Era II deck, lastly from the Era I deck. Pay Qoam crystals as usual.



RELIC POWER

Automatically defeat an Enemy on each Region adjacent to your Character's node.



THE OUTSIDER

CHARACTER ABILITY

During an Attack Enemies action, automatically gain an Eradication Bonus if you get to defeat at least one Golem.



RELIC POWER

When your Investigate the Colossus action is successful, do not move your Character back to the City.



THE HEIR

CHARACTER ABILITY

Whenever you consume a Parasite to generate 1 wild Qoam crystal, it provides 2 wild Qoam crystals of the same kind instead.



RELIC POWER

Deposit up to 3 Qoam crystals in the City, regardless of your position on the Game Board.



THE CURSED

CHARACTER ABILITY

Whenever you gain an Eradication Bonus, benefit from each revealed Command Card.



RELIC POWER

Immediately attack any Monster, regardless of your position on the Game Board. This is not an action.



THE CREATURE

CHARACTER ABILITY

Whenever you *Move*, you may move another Character instead of yours.



RELIC POWER

Each time you Use the Relic, copy and resolve another player's Relic Power.



THE MACHINE

CHARACTER ABILITY

Once per turn, move any Fortification up to a 2 node distance from its current position.



RELIC POWER

Reveal a Primal Shard from the base of the Colossus, then put it back into its slot.



THE CRIMINAL

CHARACTER ABILITY

Without the Armor: Whenever you move as your first action of the turn, move up to a distance of 3 nodes, instead of just 1.
While wearing the Armor: An Enemy Attack in the Regions adjacent to your Character is triggered by at least four Enemies.



RELIC POWER

Put on the Armor or take it off.



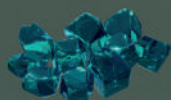
NOTE: The Criminal is a special miniature that comes with two interchangeable torsos. At the beginning of the game, choose whether the Criminal starts the game with or without her Armor on.



REGIONS AND REGION CARDS



RIVER



MOUNTAIN



FOREST



LAND OF MYST



CRYSTAL FIELD



CHRONICLE GAME SYSTEM

The **Chronicle Game System** is a tool that allows players to develop a continuity between consecutive games of *Mysthea*, *Icaion*, and *Mysthea: The Fall*.

Since the **CGS** modifies some of the basic rules with variants, it is highly recommended to first play some games of *Mysthea: The Fall* in its classic form.

You may set up a Chronicle Game of *Mysthea: The Fall* after playing a game of *Mysthea*, of *Icaion*, or of both.

NOTE: Follow the standard rules for setting up *Mysthea: The Fall* with the following exceptions.

PLAYING MYSTHEA: THE FALL AFTER A GAME OF MYSTHEA

Players play with the Characters chosen during the previous game of *Mysthea*, instead of choosing them during step n°9 of setup.

Keep all the Command Cards you gathered during the game of *Mysthea*. Each player shuffles their Command Cards pile to form a personal deck to draw from for *Mysthea: The Fall*.

Whenever you perform an *Attack* action in *Mysthea: The Fall*, instead of revealing Command Cards from the three separate decks, draw from your personal deck. If you deplete the deck, shuffle back into it all cards you previously discarded.

NOTE: As usual, you can reveal a maximum of three Command Cards — by paying Qoam accordingly.

PLAYING MYSTHEA: THE FALL AFTER A GAME OF ICAION

Players play with the Characters chosen during the previous game of *Icaion*, instead of choosing them during step n°9 of setup.

- Leave on the Game Board all the Machines you deployed during the game of *Icaion*.
- Put aside all the Machines that you did not deploy or that were destroyed.
- This step replaces step n°8 of the standard setup.
- If any, take from *Icaion*'s game box all Machines of non-playing colors.
- Randomly place these Machines all over the Game Board Regions as evenly as possible.
- Each Region may only hold one Machine of each kind, but there are no color restrictions.

NOTE: Some Regions may result empty after setup.

During a Chronicle Game of *Mysthea: The Fall*, Characters may activate any Machine during their turn without worrying about color restrictions. However, if players activate one of their Machines, they get to resolve the effect twice.

WONDERS: If Wonders were built during the game of *Icaion*, leave them on the Game Board during *Mysthea: The Fall* setup.

At the beginning of the game, if your Character achieved to build a Wonder, gain 1 additional Qoam crystal of the same kind as the Region hosting the Wonder.

During the game, you may not interact with Wonders. However, Wonders do shield Machines from Enemy Attacks. If Enemies attack a Region hosting a Wonder, destroy it instead of destroying a Machine.

PLAYING *MYSTHEA: THE FALL* AFTER *MYSTHEA* AND *ICAION*

This mode uses the rules from the previous paragraphs "*Playing Mysthea: The Fall after a game of Mysthea*" and "*Playing Mysthea: The Fall after a game of Icaion*", plus the following variations.

During step n°9 of setup, the first player may choose between the Character they played with in *Mysthea* or the one they played with in *Icaion*.

Still, players need to alternate between the Characters from the two games and they can only choose between the two Characters they played with during the previous games.

Each player follows the rest of the rules as indicated in "*Playing Mysthea: The Fall after a game of Mysthea*" or "*Playing Mysthea: The Fall after a game of Icaion*" according to the Character of their choosing.

NOTE: There can never be more than three Characters from the same game in this mode.

During step n°11 of setup, use only the remaining Command Cards to form the three decks.

Whenever a Character from *Icaion* has to reveal Command Cards from one of the decks, they perform the action as normal. However, if during setup one of the decks is made of less than three cards, that deck is not used. If a player using a Seeker from *Icaion* has to draw from that deck, they instead draw from a *Mysthea*'s Champion deck of their choice.

CREDITS

GAME DESIGN

Martino Chiacchiera — Game Designer

Marta Ciaccasassi — Game Designer

ART & GRAPHIC DESIGN

Travis Anderson — Art Lead & Illustrator

Valentina Biagiotti — Graphic Designer & Illustrator

Eleonora Teloni — Graphic Designer & Illustrator

Eren Tuncer — Illustrator

BUSINESS DEVELOPMENT

Cristina Paxia — Business Relations

Alessandro Veracchi — Founder & CEO

Andrea Veracchi — Founder & CFO

GAME DEVELOPMENT

Andrea Bellezza — Project Manager

Leonardo Bertinelli — Product Manager & Lore Writer

Federico Tini — Editor & Logistics Manager

COMMUNITY DEVELOPMENT

Gabriele Gunnellini — Marketing Manager

Jasmin Movahedian — Community Support & Copyediting

MINIATURES

Alessandro Depaoli — 3D Sculpting

Michele Marchionni — 3D Sculpting

Luca Cappellano — 3D Sculpting

SPECIAL THANKS

Evonove

Berin Fondum

Josh McGuire of theMCGuire review

Marco Leombruni

Carrie Ott

MYSTHEA

THE FALL

The moment the fifth and last type of Region Card is revealed and placed on the Event Board:

- Resolve its effect, then shuffle all the cards revealed so far back into the Event Deck.
- Put all revealed Primal Shards back into the bag.
- If the Storm Card was not revealed, all players recharge their Relic.

NIGHT PHASE

IF THE FIRST REGION CARD OF ITS TYPE IS REVEALED

Move into the inner Region one Enemy from each of the three external Regions adjacent to it.

Consider the two Islands closest to the Colossus. If an Island shares the same Region type revealed by the card, move an Enemy into both Regions adjacent to the Island.

If you can only move one Enemy from an Island, instead of the two required, or even none, the City immediately loses 5 Defense Points.

IF THE SECOND REGION CARD OF ITS TYPE IS REVEALED

From each Island Region of the same type as the revealed card, release one Enemy on each of the two adjacent Regions of the Game Board.

For each Island Region that was activated, if you can only move one Enemy, or none at all, the City loses 5 Defense Points.

IF THE STORM CARD IS REVEALED

Reveal a Monster Card and place its miniature on the corresponding Island.

Move one Enemy from each Inner Region to one of the City spaces.

All players recharge their Relic.

IF A COLOSSUS CARD IS REVEALED

Take two Parasites from the supply and place one on each of the Regions adjacent to the Colossus.

The City loses 2 Defense Points for each Parasite on the Game Board plus the combined Strength of all the Monsters currently in play.

Reveal a Primal Shard from the bag and place it near the Game Board. Move the Colossus clockwise for the same amount of nodes as the Shard value.